



PLAYER CODE OF CONDUCT

The following "Player Code of Conduct" has been adopted by the Maple Valley Parks & Recreation Department. These rules of conduct will be strictly enforced throughout coming seasons. It is the coach's responsibility to ensure all players know and adhere to these rules.

All Code of Conduct rules are enforced before, during and after the game. Suspensions apply to ALL Parks & Recreation programs.

PHYSICAL & VERBAL ABUSE (FIGHTING)

1. NO PLAYER SHALL: At any time lay a hand upon, shove, strike, spit at, threaten or be guilty of physical attack as an aggressor or in retaliation upon any official, player, or spectator anywhere on the premises. Officials are required to immediately suspend the player from further play and report said player to the League Coordinator. The player shall remain suspended until their case has been considered.

Minimum Penalty: Two (2) week suspension and season probation.

Maximum Penalty: Placed on permanent suspension, and/or assault or disorderly conduct charges filed.

2. NO PLAYER SHALL: Be guilty of verbally abusive behavior against any player, official, or spectator.

Minimum Penalty: Removal from game and season probation.

Maximum Penalty: Placed on permanent suspension.

3. NO PLAYER SHALL: Be guilty of using unnecessarily rough tactics (before, during, or after a game) against the body or person of an opposing player. Officials are required to immediately suspend players from further play and report such players to the League Coordinator.

Minimum Penalty: Removal from the game and placed on season probation.

Maximum Penalty: Placed on permanent suspension, and/or assault charges filed.

DISPUTES WITH OFFICIALS

4. NO PLAYER SHALL: Discuss with an official in any manner the decision reached by such official except the coach or captain. Be guilty of objectionable demonstration of dissent at an official's decision. Refuse to abide by officials' decisions.

Minimum Penalty: Removal from game and season probation.

Maximum Penalty: Placed on permanent suspension.

UNSPORTSMANLIKE CONDUCT

5. NO PLAYER SHALL: Demonstrate any unsportsmanlike action or language. Officials, site supervisors, scorekeepers, or any Parks & Recreation staff can and will determine if such acts warrant removal from the game and further disciplinary action taken.

Minimum Penalty: Removal from game and season probation.

Maximum Penalty: Two (2) week suspension and season probation.

DRUGS/ALCOHOL

6. City ordinance prohibits the use of drugs or alcohol in the entire Park Area or on School District property including the parking lot. Players who; in the opinion of the officials, site supervisor, or coordinator; appear to have been drinking or taking drugs shall be ejected from the game.

CONDUCT VIOLATION PENALTIES

7. Any player who receives a Code of Conduct Violation is placed on probation immediately and must leave the facility immediately (**out of sight, out of sound**). Failure to do so will carry a suspension for the remainder of the season and forfeiture of the game.

8. Teams are responsible for the conduct of their spectators. Failure to attempt to control disruptive spectators may result in forfeiture. This includes controlling children from running around the playing area and facility. Players are not considered appropriate supervision for children.

9. Teams that have consistent Code of Conduct issues or a major incident may be placed on permanent suspension.

CAUSE FOR SUSPENSION OR FORFEITING

10. Any player placed on probation and reported again for violating a Code of Conduct will be required to meet with the League Coordinator. A third violation of the Code of Conduct will result in automatic season suspension.

11. A team that receives five Code of Conduct violations over the course of the season is suspended for the remainder of the season and may be disqualified from further participation in Parks & Recreation programs. This includes regular and post-season play. (No Refund.)

12. Fighting between players anywhere on the premises before, during or after a game will not be tolerated. Players involved in any altercation will be automatically suspended and held to the penalties of Code of Conduct Rule #1.

13. Any team that receives two Code of Conduct violations in a single game will automatically forfeit that game.

FINAL AUTHORITY

14. A game may be stopped at any time by the umpires/officials, site supervisor, coordinator or program management staff, if the situation warrants.

15. Recreation staff has final authority over all disputes.